

Act No. 323
Public Acts of 2014
Approved by the Governor
October 15, 2014
Filed with the Secretary of State
October 15, 2014
EFFECTIVE DATE: October 15, 2014

**STATE OF MICHIGAN
97TH LEGISLATURE
REGULAR SESSION OF 2014**

Introduced by Reps. Haveman, Pscholka, Kelly, Victory, Heise, Price, Bumstead, Outman, Hooker, Genetski, McMillin, Kowall, Rendon, Shirkey, Daley, Yonker, Muxlow, Howrylak, Foster, Nesbitt, Haines, Graves and Potvin

ENROLLED HOUSE BILL No. 4624

AN ACT to amend 1947 PA 336, entitled “An act to prohibit strikes by certain public employees; to provide review from disciplinary action with respect thereto; to provide for the mediation of grievances and the holding of elections; to declare and protect the rights and privileges of public employees; to require certain provisions in collective bargaining agreements; to prescribe means of enforcement and penalties for the violation of the provisions of this act; and to make appropriations,” (MCL 423.201 to 423.217) by adding section 15a.

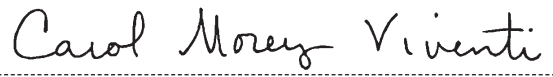
The People of the State of Michigan enact:

Sec. 15a. An employee of a public fire department may volunteer for or seek and accept part-time or paid on-call employment with another fire department if that employment does not conflict with his or her performance of the original employment as determined by the original employer. This section does not create a right for a full-time employee of a public fire department to accept full-time employment with another fire department. A local unit of government shall not adopt or apply an ordinance, rule, or policy in conflict with the right granted an employee under this section. Collective bargaining between a public employer and a bargaining representative of its employees shall not include the subject of a prohibition on an employee volunteering for or obtaining paid on-call employment with another fire department.

This act is ordered to take immediate effect.



Clerk of the House of Representatives



Secretary of the Senate

Approved

Governor